HINTS & TIPS

At the start of the game you can choose Normal or Explore mode: The difference is that in Explore mode you can survive without energy, but cannot score any points.

Moving over flashing crystals will restore your energy, and different weapons have different effects on the Demons. You can also pick up spells and various objects, all of which are essential to completing your quest.

Alms House are indicated by diamonds, and passing over one will allow you to replenish your supplies of weapons and spells. The pointer will move automatically at random beneath the supplies, and you must press Fire to select what you want, but don't take too long over it, or you will end up with nothing.

CONTROLS

Z – Left
X – Right
K – Up
M – Down
Space – Fire

1,2,3, – Select weapon (Light, Water or Brimstone)
5,6 – Use spell (Fugue or Chi)
P – Pause/Inventory (Press Fire to continue)
S,D – Select Single or Double mode
Enter – Display map (Single mode only)
E – End game

To load Dervish type CTRL and ENTER.

PROGRAMMER PROFILE

Name: John Keneally

Occupation: Systems Analyst

Previous Work: Smugglers Cove, Genesis and many others!

Current Project: Budget Chess for Amstrad and Spectrum

Hobbies: Juggling, Chess and Ancient History

PROGRAMMERS!

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